ABSTRACT

A multi-media geography game show allows real time participation of contestants, live show audience participants and remote TV viewers having Internet connections. Answers to questions related to geography provided within an allotted time period qualify

5   participants for monetary or material rewards, together with learning credits. The learning credits may be converted to college credits by taking appropriate validation tests from accredited educational institutions that have made arrangements with the geography game show. The responses of contestants, live show audience participants and remote TV viewers, as well as the rewards and the leaning credits, are electronically processed and appropriate

10   credits are issued using print outs or magnetic media.